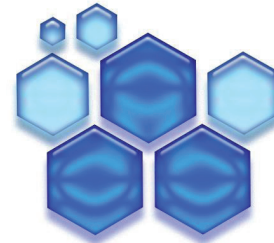




Introducing the Essential Unified Process

What is the Essential Unified Process?

The Essential Unified Process (EssUP) is the first of a new generation of software development processes. It is an agile, iterative, lightweight process suitable for use on most kinds of project. It takes a fresh and innovative approach to presenting and delivering process, one that draws upon more than 15 years of experience of using, supporting, developing, promoting and tailoring the Unified Process. It focuses on providing a minimal set of essential practices in a way that is attractive, easy-to-use and very flexible.



ESSENTIAL
unified process

Focused on the Essentials

Everything that is not essential has been removed, the practices that are kept have been substantially improved and some important new ideas have been added that simplify and strengthen the new process. Essential Unified Process provides a minimal set of essential practices that we believe all software development projects should apply. These practices can be used as the foundation for all styles and scale of software development.

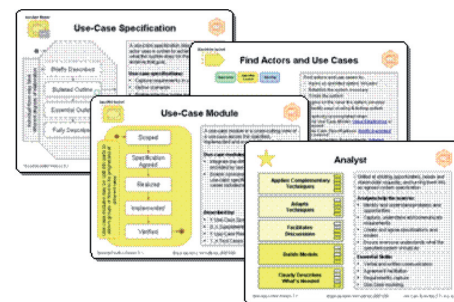
Built on Real Experience

The practices have all been built by practitioners and based on many years of actually applying these practices in software development projects. They have all been designed so that they can be adopted separately or in any combination that you desire. This makes them easy to adopt and enables you to just adopt the ones that you need.

Presented as a Set of Cards

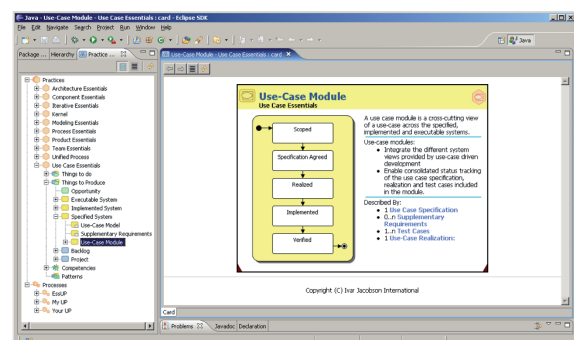
Each practice is presented as a set of process cards that contain the elements you need to build your way-of-working including competency definitions, activity definitions, artifact definitions, and process patterns. In this way we can ensure that users achieve the goals in an efficient way.

The cards are provided to help you build and use the process.



The cards can be displayed electronically or presented as physical cards and are easily manipulated to build tasks, facilitate process adoption, help iteration planning, or provide handy reference guidance when working.

The process will no longer be a static web-site that nobody reads.



Each of the cards has a linked guideline; this provides further guidance to the users of the process. The guidelines are short documents presenting the essential information needed to action the cards.

Introducing the Essential Practices

There are five *technical practices* to ensure that you develop good software:



Architecture Essentials

Captures the essence of architecture-centric development allowing you to ensure that the architecture selected for your project is fit-for-purpose.



Iterative Essentials

Allow you to easily adopt an iterative, time-boxed approach to managing and monitoring the project, as well as addresses risks in your project.



Use-Case Essentials

Enable you to capture your requirements in an agile fashion and use them to drive the development and testing of the solution.



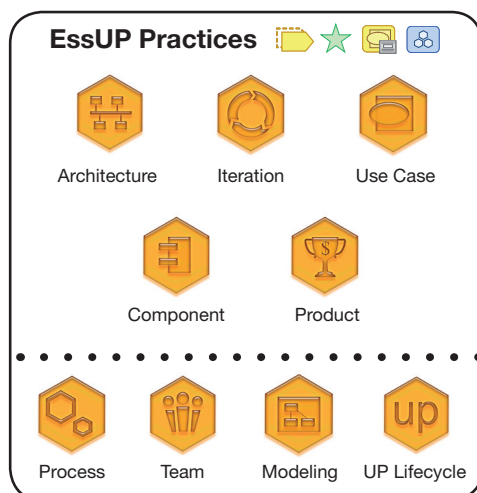
Component Essentials

Allow you to develop your software in a simple, scalable, test-driven fashion that exploits the properties inherent in object-oriented and other popular programming approaches.



Product Essentials

Captures the essence of product management to enable you to get closer to your customers and identify your major releases.



A set of of integrated, individually defined Essential Practices.

There are also four *cross-cutting practices* to promote effective team working and process improvement.



Process Essentials

Ensures continuous process improvement and help you adopt and grow the way-of-working you need from the base provided by the Essential Unified Process's set of practices.



Team Essentials

Captures the essence of collaborative team working enabling you to bring your team together and help them collaborate more effectively.



Modeling Essentials

Describes an agile approach to modeling that enables you to adopt an appropriate level of detail, enhance team communication and reduce project risk.



Unified Process Lifecycle Essentials

Provides a set of phases and milestones to help plan and track iterative projects.

EssUP is hosted on the EssWork platform and available in Eclipse, Visual Studio and Web 2.0 versions.

Providing an agile approach to process

You can adopt all the practices, just the practices you need, an individual practice or even a partial practice. You can mix and match the practices to meet your needs, write your own practices to extend the set and mix in your own existing practices to build on your own unique way-of-working.

Get started today!

If you want to get access to EssUP and to get started using a practice based approach visit:

- www.ivarjacobson.com
- www.esswork.com
- Or email to enquiry@ivarjacobson.com